



Important Codes

Gaiser Storage Box: _____

Gaiser Bathroom: _____

Luke Jensen Locker: _____

Manager's Meeting Agenda – A Division

All coaches and parents should be informed of the following rules before the season starts. During the season, the coaches and parents might not understand the rules, and as the season goes on and things get more competitive, they need to know what's going on to avoid potential conflicts.

A Division (Coach Pitch)

The A Division continues to introduce the fundamental concepts of baseball, with a focus on throwing, catching, hitting, and sportsmanship. This is a non-competitive level of play. Scores and statistics do not need to be tracked at this stage (until playoff games). Teams are primarily formed based on school affiliation and/or friend requests, and we make every effort to ensure kids play with their friends or classmates. Six-year-olds are eligible to participate if they have completed one year of Tee Ball.

Practices/Events

- Weekday (Mon-Fri) events are limited to two events per week. An event includes games, scrimmages and practices.
- Weekends (Sat-Sun) have no restrictions on the number of events.

Game Day Overview

Rainout Procedures

- LJSP can be used in the rain, even when other fields are not available due to its synthetic surface. Game time decision is the manager's call. Be smart – if it's too cold, it's too cold.
- Coaches concerned about weather can get in touch with the opposing team and their commissioner to confirm the game (or not).

Field Prep

- The home team is responsible for installing the bases (found in Field 3 dugout storage), removing the pitching mound (if present), and moving soccer goals (if they are in the way).

Game Rules

Time Limitations

- Game Time – 4 innings or a hard stop at 1 hour 30 minutes from scheduled start time. No new inning can start after 1 hour 15 minutes from the start. Learn now to keep the game moving, reduce coaching between innings, as this becomes a big deal at future levels. Coaches must keep the game moving.

Scorekeeping

- A scorebook is not required, but will be during playoff games, so it is a good idea to get someone from the team to understand how to use GameChanger during the season to keep score.
- 5 Run Rule – Play is stopped when the ball is dead, and the 5th run scores in an inning. Let kids finish the play even when the 5th run hits the plate. This way even if a 6th run is scored on a hit, the hitter gets to finish running. The final inning is unlimited, but the time limit is still in effect. If a complete inning is not finished in time, the score reverts to the last full inning.

Number of Players

- You can play a game with 8 players – two of which are outfielders.
- Up to 10 defensive players can be on the field at one time - regular infield and 4 outfielders. Coaches are encouraged to stand in the field to instruct defensive players. Coaches are not allowed to grab/move players.

General Rules

- Managers discuss issues before the game to be on the same page.
- A batter gets a maximum of 7 pitches from the coach. If the batter swings and misses 3 times, the batter is out. No strikes are called for not swinging on a pitch. If the batter fails to hit the ball in fair territory in 7 pitches, the batter is out.
- A batter remains at bat if the final pitch continues to be fouled off.
- A batter hit by the ball is counted as a pitch. On the 7th/last pitch, the kid is granted an 8th pitch if hit by the ball.
- If a batted ball hits the coach that is pitching, then the ball is dead, and the batter/runners all advance 1 base.
- Must use a continuous batting order.
- No stealing or bunting.
- Players playing the position of pitcher must stay even to, or behind, the pitching coach and within 3 feet of the pitching coach.
- Have catchers get ready early if possible so there's no waiting in between innings.
- Coaches should pitch from the yellow soccer box, 20-25 feet away. You may pitch from a knee or standing. The goal is to have kids hitting the ball.
- Base runners and the batter/runner advance 1 base on an overthrow per play. Runners will not advance beyond 1 base even with multiple overthrows on a single play.

- Batters can run to 2nd base on a hit if it is hit well into the outfield.
- Have kids practice throwing to first base on every ground ball to get them to start thinking of that process. There have been complaints in previous years that teams would not throw to first because they knew they wouldn't throw the kid out and they didn't want the kid to go to second.
- Defensive playing time should be equal. Defensive players should rotate between infield and outfield every inning and get equal play at all infield positions as much as possible. Players shall not be on the bench for consecutive innings.

Safety Rules

- Level 5 safety Ball is used.
- Safety is paramount, especially for the catcher. Catchers must always have all protective gear on, including dangling throat protector.
- Cups should be worn by all male players and is mandatory for the catcher.
- Managers must be in the dugout with the gates closed during play. No other kids are allowed in the dugout.
- Any other adult in the dugout who is helping with the kids needs to have a completed/passed background check and have taken the appropriate Abuse Awareness training. No other kids can be in the dugout.

Umpires

- No umpire is needed.
- Base coaches act as umpires.

Manager & Coach Selection

- Manager and coaching positions are not guaranteed year to year.
- Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments.
- Duration of title for a coach or manager, unless prematurely removed by the Board, is one playing season.

Manager/Coach Conduct

- Managers and coaches are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of any player, is not permitted.
- Team members, manager and approved coaches are the only persons allowed in the dugout.
- If a manager or coach is ejected from a game, he/she will be suspended the following game. After the second ejection, there will be further suspensions and the possibility of dismissal, if warranted.

- Serious misconduct could result in immediate ejection from a game, future games are subject to the disciplinary policy procedures outlined in Section XIX, even if it is a first offense.
- Managers, coaches, parents and fans are reminded that a person ejected from a game/ballpark will leave the ballpark, to include the parking lot and surrounding park area, within five (5) minutes. Failure to do so could result in a possible forfeiture to the team being played. SCLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ballpark, for whatever reason, he/she will be subject to the disciplinary policy procedures outlined in Section XIX.

Protests & Ejections

Game Protest Policy (see playing Rule 4.19) - Any protest must be submitted by the manager first to the umpire on the field of play, if not resolved, note in the official scorebook and play on. Then after the game, the protesting manager shall report in writing to the local league president within 24 hours. The umpire in chief of the game shall also submit a report within 24 hours to the local league president, District Administrator and the District UIC. The league president shall then notify the interleague board for resolution. Ejections shall be reported within 24 hours by the umpire who executed the ejection or the umpire in chief of the game to the local league president of the offending player, coach or manager. Copies will be sent to the district administrator and district UIC as well. This is mandatory so that the penalty of an additional game suspension will be enforced on the offending person.